

The Demo Scene Panel

Eric Haines
Saku Lehtinen
Theo Engell-Nielsen
Philip Taylor

Organizer: **Vincent Scheib**

<http://www.scene.org/dog>

Hello!

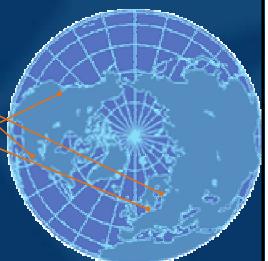
- **Vincent Scheib**
- **The Demoscene Outreach Group (DOG)**
<http://www.scene.org/dog>

Session Overview

- **Introduction**
- **Four Panelists, Four Presentations**
 - Graphics Professional's first impressions
 - Scene History
 - The Scene today
 - Industry Perspective
- **The Technology of Demos**
- **Questions and Answers**

Panelists

- **Eric Haines**
 - Autodesk
- **Saku Lehtinen**
 - Remedy Entertainment
- **Theo Engell-Nielsen**
 - hybris/NEMESIS
- **Phil Taylor**
 - Microsoft DirectX Team



What is a demo?

- **Video from**
“Mindcandy Volume 1: PC Demos”
 - <http://www.demodvd.org/>

Edge of Forever

- **By Andromeda Software Development**
- **April 2002**